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DARNITT'S STRAW TOWER



52-IN-52

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Product Code: RGG5220September38

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DARNITT'S STRAW TOWER

There's a story—a story so old it's hard to even know whether it's true or a fable—about three brothers who each built very different houses to keep enemies out. It boils down to a moral lesson about building with bricks, I suppose, but I've long had a soft spot for the brother who made his house from straw. It may not have looked like much, and that brother may have come to an exceptionally untimely end, but there's a pure and humble belief in thinking you can build a house from straw and find your refuge there.

I'm Abel Halthus Darnitt, once a sorcerer for hire, but I long ago made enough to retire comfortably. And retire safely, too, I might add, as I've invested in the best magical defenses for my tower. I've got a tower made of straw, just like the brother in the story. But I don't intend to expire on the claws or teeth of a monster, so I put a lot of energy into designing my defenses. I'm here to share these defenses with you, to use them in whatever edifice you design.

THE TOWER

The first thing to keep in mind is your home's appearance and construction. My tower is almost 100 feet high, with living quarters at the top and a single entry at the bottom. But I don't want to get too far ahead of myself. First, I want to talk about the tower. It looks like it's made of straw—a faded yellow, with prickly bits sticking out of it. It looks badly frayed and feels coarse. The tower even leans a little bit to the side, as though it's not held up very well.

This is all a ruse. It's not actually straw, but the hide of a saffron-colored, porcupine-like monstrosity that I found in a particularly distant plane. The creature was enormous and extremely aggressive; I simply couldn't get through its hide of straw-like quills with my magic. I'd just about given up hope, but once the creature swallowed me, I realized its interior was significantly less durable than its exterior. A few destructive spells later, I was free and the monster was dead. Looking at its hide is what put me in mind of the story about the house made of straw. At great personal difficulty, I hauled the creature's carcass to the site of my future tower.

Did you think I'd make my tower out of actual straw? I know what happened to that brother, just like anyone else! Yet there's a significant tactical advantage to inhabiting a frail-looking building. Enemies make assumptions about how easy it is to breach my home, and this is to their detriment. The hide wrapping my tower is as durable as a *wall of force*. You might not be able to find the same sort of creature for your tower (for all I know, it is unique), but your drab-seeming exterior can harbor intruder-repellent magic.

Here are four examples, based on the level of threat you anticipate. You might cover every single 5-foot-square section of your tower with countermeasures like this, but if you find it cost prohibitive, you might instead simply ring the ground level with the traps instead. That's usually enough to let potential intruders know that your straw tower isn't to be trifled with!

Trap: Subtle concentrations of magic cause some straws to launch with vigorous violence at anyone with the audacity to assault what appears to be an ordinary straw facade. The straws continue to burrow into flesh after being magically launched at the attacker.

STRAW NEEDLES TRAP CR 2

XP 600

Type magical; **Perception** DC 26; **Disable Device** DC 26

EFFECTS

Trigger proximity (*alarm*; effect targets anyone within 60 feet attacking the tower); **Reset** automatic reset
Effect Atk +2/+2/+2/+2 ranged touch (1d3 force damage each round for 2 rounds)

STRAW DARTS TRAP CR 6

XP 2,400

Type magical; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger proximity (*alarm*; effect targets anyone within 60 feet attacking the tower); **Reset** automatic reset
Effect Atk +6/+6/+6/+6/+6 ranged touch (2d4 force damage each round for 2 rounds)

DARJITT'S STRAW TOWER

STRAW ARROWS TRAP

CR 9

XP 6,400

Type magical; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger proximity (*alarm*; effect targets anyone within 60 feet attacking the tower); **Reset** automatic reset

Effect Atk +9/+9/+9/+9 ranged touch (3d6 force damage each round for 2 rounds)

STRAW SPEARS TRAP

CR 14

XP 38,400

Type magical; **Perception** DC 32; **Disable Device** DC 32

EFFECTS

Trigger proximity (*alarm*; effect targets anyone within 60 feet attacking the tower); **Reset** automatic reset

Effect Atk +14/+14/+14/+14/+14 ranged touch (2d8 force damage each round for 3 rounds)

THE STOOP

I have only one entrance into my tower. Just one. You might fancy a high balcony to complement personal rooms at the top for some air, but this is dangerous folly! A high doorway—or even a window—simply encourages a flying wizard or griffon-mounted fool to bother you while you're relaxing. My tower's only entrance is at ground level, with a door made of stout wood banded in iron. It's locked, of course, with whatever mechanical lock you can arrange; not every defense needs to be magical. If you can invest in a simple illusory aura to make the non-magical lock appear magical, you might be tempted, but self-congratulatory looters are always dispelling it, so I don't bother any longer. The goal is to get an intruder to stop on my stoop, if only for a moment.

Trap: The stone stoop in front of my door contains a pit perfectly positioned so that anyone fiddling with my lock falls into it. You might scoff at the basic pit trap for being too commonplace for a sorcerer of my caliber, and you'd be correct. I supplement the common pit trap with hives of aggressive bees to bedevil the trespassers, stinging them to death while distracting them so much they can't climb out. You can build hives into the walls of your pit to ensure a vigorous swarming, or you can prepare an enchantment to magically summon tenacious bees of an extraplanar origin.

PIT TRAP WITH BEES

CR 1

XP 400

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 10-ft.-deep pit (1d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets on the 10-ft.-square stoop); each character who falls into the pit is swarmed by bees (Reflex DC 18 or take 1d3 points of piercing damage immediately. In each subsequent round, the character in the pit must make another saving throw. Failure means he takes another 1d3 points of damage that round; success means the bees have stopped swarming him and he takes no further damage. A character taking damage automatically ends the swarming by jumping into enough water to douse himself, being subject to a moderate or stronger wind, or taking at least 3 points of damage from a damaging area effect. Rolling on the ground or smothering the character with a cloak or similar permits the character another save with a +4 bonus.)

PIT TRAP WITH YELLOWJACKETS

CR 5

XP 1,600

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 30-ft.-deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets on the 10-ft.-square stoop); each character who falls into the pit is swarmed by yellowjackets (Reflex DC 20 or take 2d4 points of piercing damage immediately. In each subsequent round, the character in the pit must make another saving throw. Failure means he takes another 2d4 points of damage that round; success means the yellowjackets have stopped swarming him and he takes no further damage. A character taking damage automatically ends the swarming by jumping into enough water to douse himself, being subject to a moderate or stronger wind, or taking at least 8 points of damage from a damaging area effect. Rolling on the ground or smothering the character with a cloak or similar permits the character another save with a +4 bonus.)

PIT TRAP WITH MURDER HORNETS CR 9

XP 6,400

Type mechanical; **Perception** DC 28; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 50-ft.-deep pit (5d6 falling damage); DC 25 Reflex avoids; multiple targets (all targets on the 10-ft.-square stoop); each character who falls into the pit is swarmed by murder hornets (Reflex DC 20 or take 3d4 points of piercing damage immediately. In each subsequent round, the character in the pit must make another saving throw. Failure means he takes another 3d4 points of damage that round; success means the murder hornets have stopped swarming him and he takes no further damage. A character taking damage automatically ends the swarming by jumping into enough water to douse himself, being subject to a moderate or stronger wind, or taking at least 12 points of damage from a damaging area effect. Rolling on the ground or smothering the character with a cloak or similar permits the character another save with a +4 bonus.)

PIT TRAP WITH HELLWASPS CR 13

XP 25,600

Type mechanical; **Perception** DC 30; **Disable Device** DC 20

EFFECTS

Trigger location; **Reset** manual

Effect 80-ft.-deep pit (8d6 falling damage); DC 25 Reflex avoids; multiple targets (all targets on the 10-ft.-square stoop); each character who falls into the pit is swarmed by murder hornets (Reflex DC 20 or take 4d4 points of piercing damage and 1d4 points of evil damage immediately. In each subsequent round, the character in the pit must make another saving throw. Failure means he takes another 4d4 points of damage and 1d4 points of evil damage that round; success means the bees have stopped swarming him and he takes no further damage. A character taking damage automatically ends the swarming by jumping into enough water to douse himself, being subject to a moderate or stronger wind, or taking at least 16 points of damage from a damaging area effect that doesn't deal fire damage. Rolling on the ground or smothering the character with a cloak or similar permits the character another save with a +4 bonus.)

THE FOYER

Anyone breaching my front door finds a simple coatrack, a battered umbrella stand, and an entirely extraordinary sideboard. Some might expect a heavy piece of furniture like this to be a monster in disguise, and they'd be correct! An ordinary mimic might suffice, but a mimic's presence presumes you'll have intruders regularly enough to keep it fed—I don't prefer to think in such pessimistic terms.

I instead enchanted a wood-and-metal construct six feet wide and ten feet tall to batter trespassers into paste. When at rest, the construct folds up and becomes a perfectly pedestrian sideboard. Apart from masquerading as an innocuous-looking piece of furniture, it's perfect for holding a welcome-home snack of cheeses and crudites.

Of course, any intruder with experience at housebreaking will be suspicious of all furnishings in the foyer. As a bit of misdirection, I prefer to always keep a thick, black cloak with two patches like slitted eyes hanging from my coatrack. That's sufficiently ominous to deflect attention—even momentarily—from the sideboard.

Creature: The sideboard unfolds to its full height and attacks intruders in the foyer, fighting until destroyed.

ANIMATED SIDEBOARD CR 4

XP 1,200

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; **Perception** -5

DEFENSE

AC 14, touch 8, flat-footed 14 (-1 Dex, +6 natural, -1 size)

hp 52 (4d10+30)

Fort +1, **Ref** +0, **Will** -4

Defensive Abilities hardness 5; **Immune** construct traits

Weaknesses vulnerability to fire

OFFENSE

Speed 20 ft.

Melee slam +9 (1d6+9)

Ranged drawer +2 (1d6+6)

Space 10 ft.; **Reach** 10 ft.

TACTICS

Before Combat The animated sideboard freezes to disguise itself as an ordinary piece of furniture.

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During Combat The construct springs into action to prevent intruders from proceeding any further into the tower.

Morale The animated sideboard fights until destroyed.

STATISTICS

Str 22, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +11; **CMD** 20

Feats Skill Focus (Stealth)^B

Skills Stealth –2 (+2 when mimicking a normal sideboard)

SQ construction flaws (flammable, slower), construction points (additional attack [ranged attack], freeze)

SPECIAL ABILITIES

Drawer (Ex) The animated sideboard can launch a drawer as a ranged attack, with a range of 20 feet, up to three times. To use a drawer again, the animated sideboard must recover the launched drawer and take a standard action to replace it.

Freeze (Ex) The animated sideboard can hold itself so still it appears to be an ordinary piece of furniture. It gains Skill Focus (Stealth) as a bonus feat and can take 20 on its Stealth check to hide in plain sight as a normal sideboard. It does not take a penalty on Stealth checks due to its size if the sideboard it's mimicking is the same size it is.

STURDY ANIMATED SIDEBOARD CR 7

XP 3,200

N Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception –3

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, –1 size)

hp 52 (4d10+30)

Fort +1, **Ref** +2, **Will** –2

Defensive Abilities hardness 8; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee slam +11 (1d6+12 plus grab)

Ranged drawer +4 (1d6+8)

Space 10 ft.; **Reach** 10 ft.

TACTICS

Before Combat The animated sideboard freezes to disguise itself as an ordinary piece of furniture.

During Combat The construct springs into action to prevent intruders from proceeding any further into the tower.

Morale The animated sideboard fights until destroyed.

STATISTICS

Str 26, **Dex** 12, **Con** —, **Int** —, **Wis** 5, **Cha** 5

Base Atk +4; **CMB** +13; **CMD** 24

Feats Skill Focus (Stealth)^B

Skills Stealth +0 (+4 when mimicking a normal sideboard)

SQ construction points (additional attack [ranged attack], freeze, grab, stone)

SPECIAL ABILITIES

Drawer (Ex) The animated sideboard can launch a drawer as a ranged attack, with a range of 20 feet, up to three times. To use a drawer again, the animated sideboard must recover the launched drawer and take a standard action to replace it.

Freeze (Ex) The animated sideboard can hold itself so still it appears to be an ordinary piece of furniture. It gains Skill Focus (Stealth) as a bonus feat and can take 20 on its Stealth check to hide in plain sight as a normal sideboard. It does not take a penalty on Stealth checks due to its size if the sideboard it's mimicking is the same size it is.

REINFORCED ANIMATED SIDEBOARD CR 10

XP 9,600

N Large construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception –3

DEFENSE

AC 22, touch 10, flat-footed 19 (+1 Dex, +12 natural, –1 size)

hp 96 (12d10+30)

Fort +4, **Ref** +6, **Will** +1

Defensive Abilities hardness 15; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee slam +19 (1d6+12 plus grab)

Ranged drawer +13 (1d6+8)

Space 10 ft.; **Reach** 10 ft.

TACTICS

Before Combat The animated sideboard freezes to disguise itself as an ordinary piece of furniture.

During Combat The construct springs into action to prevent intruders from proceeding any further into the tower.

Morale The animated sideboard fights until destroyed.

STATISTICS

Str 26, **Dex** 14, **Con** —, **Int** —, **Wis** 5, **Cha** 5

Base Atk +12; **CMB** +21; **CMD** 33

Feats Skill Focus (Stealth)^B

Skills Stealth +1 (+5 when mimicking a normal sideboard)

SQ construction points (additional attack [ranged attack], freeze, grab, mithral)

SPECIAL ABILITIES

Drawer (Ex) The animated sideboard can launch a drawer as a ranged attack, with a range of 20 feet, up to three times. To use a drawer again, the animated sideboard must recover the launched drawer and take a standard action to replace it.

Freeze (Ex) The animated sideboard can hold itself so still it appears to be an ordinary piece of furniture. It gains Skill Focus (Stealth) as a bonus feat and can take 20 on its Stealth check to hide in plain sight as a normal sideboard. It does not take a penalty on Stealth checks due to its size if the sideboard it's mimicking is the same size it is.

SUPERLATIVE ANIMATED SIDEBOARD CR 15

XP 51,200

N Huge construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception -3

DEFENSE

AC 27, touch 10, flat-footed 25 (+2 Dex, +17 natural, -2 size)

hp 155 (21d10+40)

Fort +7, **Ref** +9, **Will** +4

Defensive Abilities hardness 20; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee slam +31 (1d6+18 plus grab)

Ranged drawer +21 (1d6+12)

Space 15 ft.; **Reach** 15 ft.

TACTICS

Before Combat The animated sideboard freezes to disguise itself as an ordinary piece of furniture.

During Combat The construct springs into action to prevent intruders from proceeding any further into the tower.

Morale The animated sideboard fights until destroyed.

STATISTICS

Str 34, **Dex** 14, **Con** —, **Int** —, **Wis** 5, **Cha** 5

Base Atk +21; **CMB** +36; **CMD** 48

Feats Skill Focus (Stealth)^B

Skills Stealth -3 (+5 when mimicking a normal sideboard)

SQ construction points (additional attack [ranged attack], freeze, grab, adamantite)

SPECIAL ABILITIES

Drawer (Ex) The animated sideboard can launch a drawer as a ranged attack, with a range of 20 feet, up to three times. To use a drawer again, the animated sideboard must recover the launched drawer and take a standard action to replace it.

Freeze (Ex) The animated sideboard can hold itself so still it appears to be an ordinary piece of furniture. It gains Skill Focus (Stealth) as a bonus feat and can take 20 on its Stealth check to hide in plain sight as a normal sideboard. It does not take a penalty on Stealth checks due to its size if the sideboard it's mimicking is the same size it is.

LIVING QUARTERS

It doesn't make an awful lot of sense to have a lot of traps, monsters, or other defenses in my living quarters—after all, I spend all my time there now that I'm retired. That's not to say I don't have some unpleasant surprises for intruders, but it doesn't behoove me to go into a lot of detail about those here. Keep your straw tower exterior secure, with a dedicated guardian just inside, and relish your safety!

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